COMBAT

COMBAT FACTOR CHARTS

The charts and tables listed below give a step-by-step guide to the combat resolution system of *The Shattered Alliance.*

When a unit engages an opponent in melee combat, the outcome of the battle is determined by the number of casualties caused. This is determined by the total number of combat factors each unit has when fighting an opponent. The number of combat factors is the total of weapons, tactical and random factors the unit has during its attack. During an attack, both units compile their combat factors, casualties are calculated and a victory result is declared.

Weapons Factor Chart.

	HI	LHI	MI	LMI	LI	EHC	HC	MC	LC
CAVALRY WEAPONS									
Lance	4	4	4	4	5	3	4	5	5
Javelin	3	3	4	4	5	2	2	4	3
Sword	2	2	3	3	5	1	1	2	3
INFANTRY WEAPONS									
Pike	3	3	4	4	5	4	5	6	5
L. Spr	2	2	3	3	4	2	4	4	5
Javelin	1	1	2	2	3	1	2	4	3
2Hand	4	4	4	4	4	4	4	4	4
Sword	0	0	1	1	2	0	0	1	1

To fully illustrate this, let's look at an example as we proceed through the charts.

Let's assume a class B Extra-Heavy Cavalry unit, armed with lances, attacks a class Heavy Infantry unit with pikes. To determine the total Combat Factors of this unit, we look at the Weapons Factor Chart. Lancers attacking Heavy Infantry have a weapon factor of 4. Pikemen attacking Extra-Heavy Cavalry have a weapons factor of 4 also. Next, we must check the tactical factor chart.

MELEE TACTICAL FACTOR CHART

This is a list of tactical factors which may be added to units engaged in melee combat.

Note: All factors are cumulative.

+1 Bonus to the attacking unit
+1 When enemy is shieldless
+1 When enemy is shieldless MI or LMI
+1 Bonus to Dwarves against Zorgs
+N Blade Enhancer spell where N is the number of spell points cast
−1 When opponent is a Lizard man
−N Shield spell where N is the number of spell points cast
0 to −3 Terrain differential; factors are subtracted from the unit in the appropriate terrain: 0 for clear terrain; 1 for low hills and light woods; 2 for high hills and heavy woods; 3 for mountains;

Example:

Nothing on the Tactical Factor Chart applies except the 1 factor bonus for attacking, which is given to the Extra-Heavy Cavalry. If the battle had been fought on different terrain or if magic had been used, we would have added the appropriate amounts to the Tactical Factor total. The Combat Factors now total five for the Extra-Heavy Cavalry and four for the Infantry. Next is the Random Factor Chart.

MELEE RANDOM FACTOR CHART

+3 to −3
Two average dice are rolled (2,3,3,4,4,5) and the second roll is subtracted from the first to produce the random factor.

A and B class units can have no random factor less than −1.
D class units can have no random factor greater than +1.

In our case, the computer generates a random factor of −2 for the cavalry and +1 for the infantry. Since the cavalry is B class, it can have a random factor no lower than −1. Its factor, therefore is −1. The infantry unit has a +1 random factor. The final combat factors are four for the cavalry and five for the infantry. To determine the total number of casualties we must now go to the Casualty Calculation Chart.

CASUALTY CALCULATION CHART

Each engaged unit's combat factors are totaled; the combat factor totals are compared to the casualty chart, giving the number of casualties for the opposing unit.

In this case, the cavalry unit has four total factors. By the formula given below, the cavalry has inflicted 10% casualties on the infantry unit. The infantry has five total factors and has inflicted 12% casualties on the cavalry. If we assume each unit to have 1000 men, the cavalry unit has lost 120 men, the infantry unit 100 men. Since the infantry has caused more than 5% total casualties on its opponent and has caused over 10% more casualties than it has suffered, the infantry unit has won the battle.

TOTAL FACTORS CASUALTIES

< −1	1%
−1	2%
0	3%
1 to 5	2%+ (f ★ 2%)
6+	15%+((f−6)★ 5%)

f = total number of factors

VICTORY CONDITIONS

UNIT VICTORY

All battles are drawn; a victory only occurs when one unit kills at least 5% of the opponent's total force and kill 10% more soldiers than it loses.

ARMY VICTORY

There are two ways a game can end. The first is the advent of nightfall after 144 time-points. The second occurs when an army's morale level reaches zero. The army will sound the retreat and give up the field. At this point, each army's remaining (alive and unrouted) troops are counted (15% is subtracted from the retreating army's total) and the results are compared.

If the margin is

0–9%	Draw
10–29%	Victory
30%+	Decisive Victory

FIRE COMBAT FACTOR CHART

The same method of determining battle results is used for fire as well as melee combat; weapons, tactical and random factors are totaled. As the chart below indicates, fire combat causes less casualties than melee. Also, a unit will never rout during fire combat.

Weapons Factor Chart.

Type of weapon vs. Type of unit

	HI	LHI	MI	LMI	LI	EHC	HC	MC	LC
Javelin	0	0	1	1	1	0	0	1	1
Rks	0	0	1	1	1	0	0	1	1
Bow	0	0	1	1	1	0	0	1	1

TACTICAL FACTORS for Fire Combat

+1 Enemy shieldless
+1 Enemy shieldless and MI or LMI
+1 Elves and Centaurs armed with bows
−1 Enemy moved last turn
−1 Enemy is situated in light woods
−2 Enemy is situated in heavy woods
+N Blade Enhancer spell, N is the number of spell points used
−N Shield spell, N is the number of spell points used

RANDOM FACTOR for Fire Combat

−1 to +1

DEFENSIVE FIRE

Not allowed for units without missile weapons or whose missile weapons are out of range of the attacker.

Guide to Weapon Types

CAVALRY WEAPONS

Lance is the 8 to 12 foot thrusting lance used by many ancient units to break infantry formations. The most notable Terran proponents were the Byzantine Cataphracts. The lance was also favored by the Osgorthian Knights of Northwold.

Javelin is the 4 to 6 foot javelin used as a missile or thrusting weapon. Horsemen usually carried several into battle, as multiple attacks depleted the trooper's supply. Virtually every cavalry unit that existed on ancient Earth or Osgorth carried javelins at one time or another; notable examples are the Terran Mongols and Osgorthian Windseekers, both light cavalry units.

Sword represents the various other weapons that can be used on horseback. These range from hand axes and swords, to maces, morning stars and flails.

INFANTRY WEAPONS

Pike is the 16 to 21 foot thrusting spear. This weapon was extremely effective against light or medium units and especially cavalry. The only Terran unit of note to carry the pike was the Macedonian phalanx.

L. Spr is the 8 to 14 foot thrusting long spear. This was the standard infantry weapon for thousands of years on both Earth and Osgorth. The Greek Hoplites were famous carriers of the long spear.

Javelin is the 4 to 6 foot javelin or short spear. This is the standard infantry missile weapon, which can also be used as a thrusting spear for melee.

2Hand represents two-handed crushing or cutting weapons. These weapons include large axes, swords, maces, flails, clubs or rhomphaia, which need two hands to be wielded. The Saxon and Viking *huscarls* and their Osgorthian counterparts, the Dwarves, used weapons of this type.

Sword represents any of the other weapons used by infantry. These include hand axes, small maces, swords, bows and slings in melee, etc.

MISSILE WEAPONS

Javelin is the 4 to 6 foot javelin that nearly all ancient armies used. The javelin has a range of one hex; you must be adjacent to use it.

Rks represents troops armed with hand-held or staff slings. Slings have a range of two hexes.

Bow represents weapons such as the English longbow or the Byzantine horse-bow. Bows have a range of three hexes.

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